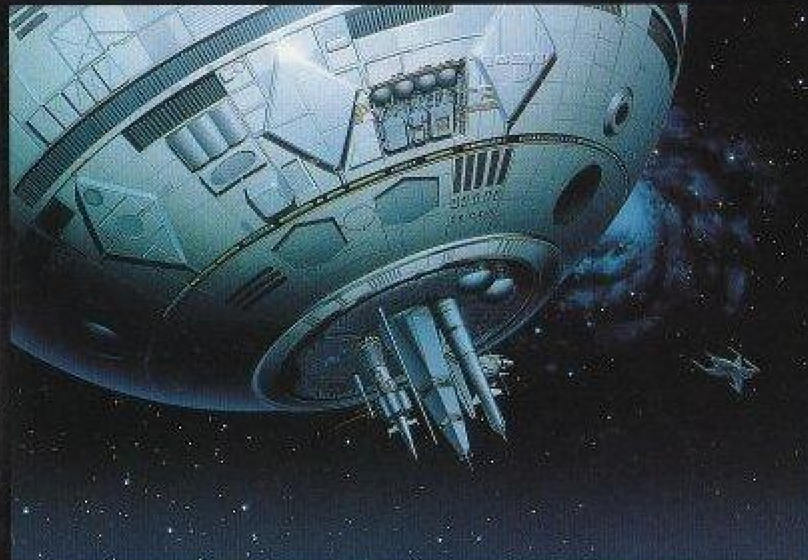
SNS-E9-USA

# ROBOTREK™



**INSTRUCTION BOOKLET**

ENIX

SUPER NINTENDO
ENTERTAINMENT SYSTEM

***WARNING: PLEASE READ THE ENCLOSED CONSUMER INFORMATION AND PRECAUTIONS BOOKLET CAREFULLY BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM OR GAME PAK.***



# ROBOTREK™

## CONTENTS

# THE STORY THUS FAR...





Space...

If you could travel the seemingly endless limits of space, you might just come across the planet Quintenix. A planet Earthlings may very well consider paradise. On Quintenix exists a small town called Rococo. The technology on Rococo is slightly more advanced than the technology we have here on Earth. The people of Rococo are warm and friendly, living in peace together.









Until now... A rogue band of pirates called the Hackers, invaded Rococo and began terrorizing it's citizens. The Hackers created Androids to help them wreak havoc on Rococo. The people of Rococo are terrified. They have no idea what the Hackers want.

There is a small boy who recently moved to Rococo. This particular boy dreams of becoming a great inventor like his father. He has come to Rococo to seek his fortune. Secretly he hopes to fulfill his dreams.
Who are the Hackers? What do they want? You must find out!

# THE CHARACTERS



## Our Hero!

He uses his brain rather than braun. He dreams of becoming a great inventor like his father, Dr. Akihabara.

## Mr. Robot

Our Hero's first invention. While he may not look like much, an Oil Drum as a matter of fact, he is quite strong. With a little tinkering, he could become a reliable partner.





## Ralph and Max

This strange pair live inside the Invention Machine. They work primarily in Research and Development. They will assist you in inventing new and spectacular things. You will find their help invaluable.





## Nagisa

An attractive blond-haired assistant. She will help the Hero in many ways. She is actually an Android created by the Hero's father, designed to look like his mother.

## The Commander

The lowest ranking member of the Hacker gang. He is a pitiful man who is destined to always follow the orders of his superiors. When he loses a battle or his weakness is exposed, he often runs away. He can act foolishly at times and lacks spirit. He is a good opponent to test Robots on.





## Meta Crab

An Android the Hackers created from a real crab. He has kidnapped people and forced them to dig for the mysterious Tetron stone. He also likes water.

# Controller Functions

The functions of the controller vary depending on each screen. These are explanations for the functions used most often. All explanations are using the "default" configuration.




## L BUTTON

This button is used primarily as a "Fast Play" button. It performs many of the same functions as the A BUTTON allowing you to play with one hand. It is not used in the Function or Name Entry screens.

## CONTROL PAD

Used to move the character and the cursor.

## SELECT BUTTON

- Brings up the Functions Screen.
- Rearranges items in your inventory.
- Switches view points in the World map screen.
- Switches Robots in the battle screens.



## R BUTTON

Cycles through different windows in the Functions Screen.

## X BUTTON

when you press this button it will bring up the Functions Screen.

## B BUTTON

- Cancels selections and closes current Window.
- Erases a letter in the Name Entry screen.
- Makes the Hero walk faster.
- Charges the Attack bar faster.

## START BUTTON

Used to pause the game during Field and Battle screens.

## Y BUTTON

This button allows you to use the item you have selected.

# GAME SCREENS

The game is divided into 3 major screens: Field, World Map, and Battle Screens. In the Field Screen, you can change your equipment and call up other screens. The pictures below will show you how to change the other screens. Use this as a reference as you read the rest of the manual. Please notice the details of each screen.

## Field Screen



## Window Screen



Use the CONTROL PAD to move around the Map, and the A BUTTON to enter places you want to visit. Once you clear certain events, you will see the map expand.

Touching an enemy

Finishing a Battle

## World Map



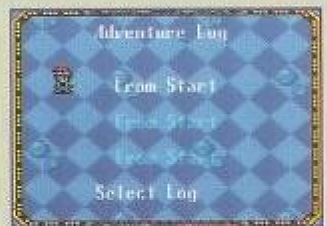
## Battle Screen





# HOW TO START THE GAME










Insert the ROBOTREK game pak into your SNES and turn the power ON. Press the START BUTTON once the title screen has been displayed. Move the cursor to START GAME and press the A BUTTON.

If this is your first time playing select an EMPTY Log and press the A BUTTON. Now you will be able to give your character a name.

Use the cursor to select the desired letter and press the A BUTTON to enter. If you make a mistake, use the B BUTTON to erase. Once you have finished, press the START BUTTON to begin the game.

## COPY




To COPY an existing Log. Select the COPY command. Choose the Log you wish to copy and press the A BUTTON. Next, select the Log where you wish to copy to, and press the A BUTTON. If you copy over a SAVED Log, you will lose that SAVED Adventure.

## ERASE




To erase an Adventure Log. Select the ERASE command. Now choose the Adventure Log you wish to erase and press the A BUTTON. A message will appear asking if you wish to erase the selected Log. Select ERASE to finish your command.



# SAVE, QUIT, and CONTINUE

## SAVE




To save an Adventure. NAGISA is the only person that can save your Adventure. You can find her in the Hero's home or you can use the **TRANSCEIVER** you obtain in the beginning of the game. Either way, you will be shown a screen asking if you would like to save.

The **TRANSCEIVER** is a convenient way to save your game. You don't have to be near the Hero's home to use it. Remember, the **TRANSCEIVER** does NOT work in certain places. If you are defeated, you will return to the last place you saved, so save your game often.

## QUIT

There is no special command to quit. When you want to finish the game, you should SAVE your adventure and then shut off your SNES.

## CONTINUE

When you wish to continue a saved Adventure. Press the START BUTTON at the title screen. Choose the Log you wish to continue and press the A BUTTON. The Log will show you the Level of the Hero and place where the game was saved.

# WORLD MAP SCREEN




When you leave ROCOCO for the first time you will see the World Map Screen. This will show you the areas in which you may visit. You can travel along the roads in the World Map Screen by using the CONTROL PAD. If you wish to run, press the B BUTTON. While looking at the World Map Screen, you will notice some flashing spots on the ground. These are places you may visit. If you place the Hero on one of these spots, the name of the area will appear. Press the A BUTTON to enter the areas. As you finish certain events you will notice the amount of areas you may visit increasing. If you wish to view the entire map, press the SELECT BUTTON.

## Map of the first stage




**1**. Rococo
This is the starting point of the game and the Hero's house.
**2**. Father's House
A Lab in the suburbs of Rococo. It has an R&D room like the Hero's house.
**3**. Forest
**4**. River
Where the Androids live.
**5**. Cave Mouth
It's said the Hackers' hideout is somewhere within this cave.



# FUNCTIONS SCREEN



To access the Functions Screen press either the X or SELECT BUTTON. This screen will enable you to access many different functions. You will use this screen to USE and EQUIP different items. You can also use this screen to view the current status of the Hero and the Robots. Once you have entered the Functions Screen, you will notice 6 icons in the upper left corner of the screen. As you move the cursor to each of these icons, you will see the name displayed in the upper right portion of the screen. To enter the icon you wish to access simply press the A BUTTON.



## USING ITEMS



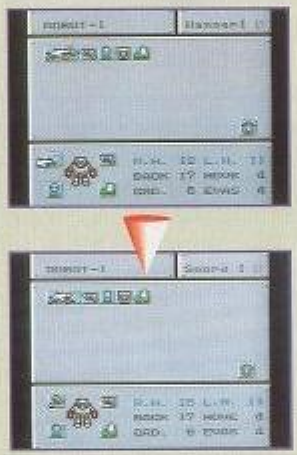
You can change the equipped items for the Hero and the Robots in this screen. Select the character whose items you wish to change using the CONTROL PAD, and press the A BUTTON. How to USE an item in the Hero's inventory.

# HERO




- First enter the Functions Screen.
- Place the Cursor over the Items icon and press the A  Button.
- Select the Hero and press the A BUTTON.
- Place the cursor over the desired item and press the    A BUTTON.
- Now exit the Functions Screen.
- You may use the selected item by pressing the Y BUTTON.

# ROBOT



- Move the cursor to the item you wish to equip.
- The place where this item can be equipped will turn orange.
- The skill value of the selected item will be shown in blue.
- Once you press the A BUTTON, the skill value will change showing you if you have gained or lost skill by equipping this item.



# ARRANGING ITEMS

How to arrange your inventory.
If you have accumulated many items over the course of your adventure, you may wish to arrange them in an "easy to see" order.
First enter the Functions Screen and select the ITEMS Icon.
Select a character and press the A BUTTON.
You will now see the Inventory Screen. This shows you all your items.

## ■Arrange using the A BUTTON.




In the Item Window, move the cursor to the item you wish to move and press the A BUTTON. Now move the second flashing cursor to the place you wish to move the item and press the A BUTTON again.

## ■Arrange using the X BUTTON.




Select the item you wish to move and press the X BUTTON. Select the place you wish to move it to and press the  X BUTTON again.This will allow you to arrange your items so that you can easily access them at all times.
It will also help alert you to when you may need more of a particular item.

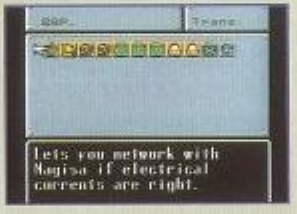
## ■Arrange using the SELECT BUTTON.

To automatically arrange the Hero's items, simply
press the SELECT BUTTON. This will only work for the
Hero.




## ■Deleting spaces using the START BUTTON.

You can also fill in the spaces between your items by pressing the START BUTTON.




## ■Descriptions of items using the Y BUTTON.

To see a description of a particular item press the Y BUTTON.




## ■Discarding items

To discard an item, place the desired item in the small trashcan located at the end of the items.

# The Transceiver




Nagisa gives you a Transceiver at the beginning of the game. Use this item to save your game or obtain helpful information without returning home. With the exception of special cases, you should equip the Hero with the Transceiver. Be ready to use this item at all times by pressing the Y BUTTON.



# Maintenance




This icon will enable you to perform many useful functions. Once you have selected the MAINTENANCE Icon you will see 4 different types of items in the top window.




## Rearranging Robots

The first item enables you to change the order in which the Robots enter battle.




## Cure

The second item (Cure), will restore your Robot's energy.




## Clean

The third item (Clean), is used to remove rust from your Robots.




## Repair

The fourth item (Repair), will rebuild your Robot if it has been defeated.

# Status



This icon allows you to view the condition of the Hero and your Robots. Once selected, you will be able to view the Gold (GP), equipment, items and Experience points. This icon is very helpful and can provide valuable information throughout your adventure.

## Hero's Status Window




1. Name 2. Current level 3. Current experience 4. Experience needed for next level 5. Money collected 6. Program points to be allocated to each Robot 7. Equipped items 8. Number of Invented items 9. Contents of invented items

## Robot's Status Window

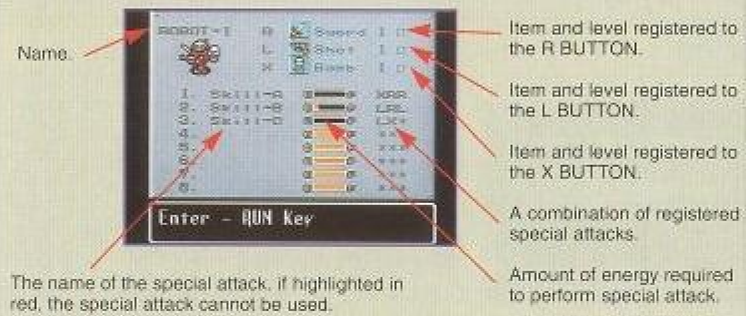



1. Name 2. Basic status (Program points allocated) 3. Current energy/maximum energy 4. Value for each special attack 5. Item in right hand 6. Item in left hand 7. Item on back 8. Item on feet

# Special Attack



This icon allows you to view the Special Attacks for each of your Robots. If you have not set these attacks, nothing will appear in the windows.The special attack created in the invention machine will be displayed, telling you if it can be used or not. Select the Robot whose special attack you wish to view. The following screen will be displayed.




# Configure



This icon will allow you to customize the game.
Use the first one to select the speed in which the text appears on the screen.
The next will allow you to change between Stereo and Mono sound.
The last enables you to change the button functions of the Controller.

# End

Quits the Window screen and returns to the Field Screen. You can do the same thing by pressing the B BUTTON.

# Research and Development(R&D)




You can do many things using the invention machine located in the R&D lab. You can make items, create items and combine items. You can also make Robots and tinker with them. Stand in front of the invention machine and press the A BUTTON to turn the power on.



## Making an Item










In order to make an item, the Hero must first have an idea of what he wants to create. This can be accomplished many ways.

### Reading the "Inventor's Friend" books.

If you stand in front of each bookshelf you come across and press the A BUTTON, you will sometimes come across books. These books will have a number next to them. Your level must either match or be above this number for you to read the book. These books have valuable information on how to invent certain items. Almost always after reading one of these books, the Hero will be able to invent a new item.

Talking to other people. Many times the information received from certain people will assist you in creating new items. Make sure you speak with everyone to prevent missing important information.

Combining items. When you experiment with combining items, you can invent new and improved ones. It is always a good idea to spend some time combining items. You end up inventing some very powerful and useful items. The "Make an Item" windows is divided into two parts. One for the Hero and one for the Robots. Select the window containing the item you wish to make using the L and R BUTTONs. Place the cursor on the item and press the A BUTTON. The cost of inventing the item will be displayed along with the confirmation screen. Select either "Make" or "Quit."



## Standard equipment at the beginning of the game

1. Boots - You can find out how to make this item by reading the "Inventor's friend" book number 1 found in your father's house.
2. Sword 1 - You can find out how to make this item by reading the "inventor's friend" book number 2 located in your house.
3. Shield 1 - You can find out how to make this item by reading the "Inventor's friend" book number 5 located in your house.

You are automatically equipped with these items at the beginning of the game. You can change these items later once you have created stronger versions.



## Item combinations




Sometimes you can make a new item by combining two items together.
You can combine 2 of the Hero's items, 2 of the Robot's items, or one of each.
Select the items to combine by using the L and R BUTTONs. Enter your selection by pressing the A BUTTON.
You may not always be able to combine certain items. Combining 2 pieces of scrap or a piece of scrap and an item equipped by a Robot is usually a good idea.

### 1. Items that can be combined at the beginning of the game.

a. Combine Scrap 1 and the Sword 1 = Sword 2
b. Combine Scrap 5 and Clean = Shield 2
c. Combine Clean and Cure = Repair
d. Combine Rusty Drill and Clean = Mole drill

You can either end up with very useful or useless things when you combine 2 items. You should experiment with all types of items.

## 2. Experiment

**a.** Combine Scrap 3 and ??? = Boots 4
**b.** Combine Axe 1 and Scrap 1 = ???
**c.** Combine Smoke and Scrap 7 = ???

## 3. Rules of Combining

With few exceptions, you can combine a weapon with another of the same kind of weapon. When you combine a lower level weapon with a higher level weapon, you could make a very strong weapon. Or you could end up with a useless one.

### Rank of Equipment

The strength or weakness of a combined item is related to its rank. Rank is the word used to rate the superiority or inferiority of an item. For example, swords ranked according to strength.

**Sword 1 + Sword 2 = Sword 3**

When combining two items, the item with the highest level will always take priority. It will have the most influence on the new combined item.
If you combine items of the same level, the new item and level will be the combination of the old one.
Ex: Sword 1 Lv.1 + Sword 1 Lv.1 = Sword 1 Lv.2
The maximum level is 9.
Always think about what items to combine carefully to insure the best possible combinations.

### Rules of Combinations

**[Weapons in the same rank].**
**Rank - Same**
**Level - Sum of both levels**
Ex. Sword 1 - Level 3 + Sword 1 - Level 5 = Sword 1 - Level 8.
**[Weapons with different ranks].**
**Rank - Higher level take priority**
**Level - (Higher level weapon's rank) + (1/2 of lower weapon's rank)**
(Rounded off to nearest whole number. Level 1 cannot be included - Example 2)
Ex 1. ) Sword 2 - Level 4 + Sword 1 - Level 5 = Sword 2 - Level 5.
Ex 2. ) Sword 2 - Level 3 + Sword 1 - Level 5 = Sword 2 - Level 5.

Combinations using Items become weapon Level 1. Boots, Packs and Shields are the same.
Ex. Sword 1 - Level 3 + Scrap 1 = Sword 2 - Level 1.





# Recycle




You can sell Items that you don't need. You can select an Item the same way you used in "Make an Item" or "Item Combination" and enter it with the A BUTTON. (You can get an explanation of the selected Item by pushing the Y BUTTON.) Items can be combined or recycled. You should first decide if you want to combine Items or recycle them.



# Making Robots




When you select "Make a Robot", the cost and a confirmation message will be displayed. If you select "Make", Ralph and Max will appear and start making Robots, shouting the whole time. (Be sure this is what you want - you can't cancel this procedure once it's started)

## Robot Production Procedure

### 1. Naming the Robot

This is done in the same way you named the Hero. After you choose a name, continue by pressing the A BUTTON or START BUTTON.

### 2. Allocate Program Points/ Body Color

The program points in the upper right of the screen can be allocated to the Robots. You can select the skill with the up and down arms of the Control Pad, and increase or decrease the number of points with the left and right arms. (See each Robot's skill information and examples.)
At the end of the body color portion, you can make your own colors by mixing Red, Green, and Blue. After selecting a color, use the A BUTTON to return to the R & D Lab.

# Allocating Program Points




The Hero has 40 program points in Level 1. Allocate program points carefully. They will determine the Robot's characteristics and the way it fights in battles. Make your Robot an original creation!

### **Energy** (Robot's HP)

Allocate as many points as you can spare to the Energy section, so it will be able to take on multiple enemies. In the beginning, 20 points should be enough.

* There are a total of 40 points to be allocated in the beginning of the game.

### **Power** (Robot's Attack Skill)

Robots have 7 points to start off with, and up to 10 points for one with an aggressive attack style. The power of the Robot's attack items will be determined by this number, so be sure to allocate enough points. When you face stronger enemies, you should increase this value.

### **Defense** (Robot's Defense Power)

This is an important parameter. If this value is high enough, you won't have to worry about being attacked by many enemies at the same time. You should have 6 points in the beginning, and increase it to 10 if you're having a hard time.

### **Speed**

When you increase this parameter, it will be easier for the Robot to dodge enemy attacks and improves the accuracy of your Robot's attacks.

Even after allocating points, you won't be able to see the effect clearly the way you can with Power and Defense, but it's a necessary parameter for continuing the game. You can start off with 4 points, and should allocate points gradually depending on the level of the game.



### **Charge** (Attack Bar Recovery Speed)

This bar indicates the time you must wait before attacking. The lower the bar the longer you must wait. This can be very dangerous. Your enemies can attack multiple times while you are waiting for the attack bar to recharge.

Different attacks require different amounts of power. Watch each of your attacks carefully so you know how much each power requires. Special attacks also consume a lot of power.

Example of a standard point allocation at Level 1.

**Energy 20**
**Power 7**
**Defense 6**
**Speed 4**
**Charge 3**

## Maintenance




This function will allow you to make repairs to your Robot.

Restore his energy, get rid of any rust, and Fix a defeated Robot.

You can use Maintenance in the Item Window, to restore and repair a Robot, but that takes money.

Select the Robot you want to repair using the upper and lower arms of the Control Pad. Then you will be told how much it will cost to repair the damage. Depending on the circumstances, it might be cheaper to do the repairs by using Items instead.

# Program



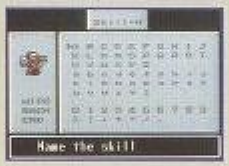

There are 2 elements in the program. When you select the "Program" icon, the screen on the left will be displayed. Select the Robot you want to program, then select either "Basic Status" or "Special Attack."

## Basic Status

You can change the Robot's body color and its program point allocation by going to "Make a Robot". After you select a Robot using the Control Pad and the A BUTTON, you can select "Basic Status. The rest of the procedure is the same as in "Make a Robot".

## Special Attack




You can register, change, or erase a Robot's special attack.
A special attack is the combination of the skills registered at the L, R, and X BUTTONs - an incredibly deadly attack. (However, when equipped with certain Shields or Packs, you may not be able to register these buttons).
After selecting a Robot choose "Special Attack." You will be able to program up to eight different special attacks.
To form a special attack you can use the L, R, or X BUTTONs (up to 3).
After you entering them with the A BUTTON, you can name them in the same way you named the Hero. After you've selected "Register", you can select Register again if you want to change your Special attack.
The destructive power and amount of charge consumed will vary depending on the combination of special attacks.
It will also depend on the Items you're equipped with. There may be times when you can't use that skill. (Attacks that can't be used at a particular time will be shown in red.)
Following is a typical combination of skills, please refer to it during play.



## Finding a Strong Special Attack



Each attack made up of combinations of L, R, and X BUTTONs is a powerful attack.
The following is an example of a Robot with:

- **Sword in his right hand.**
- **Gun in his left hand.**
- **A bomb on his back.**

Let's try it! Of course, there are many other combinations that can make can make for surprisingly strong special attacks.

### Special attack program 1 - X, R, R

After attacking an enemy on the same line, you can go behind them and attack twice with the sword.

### Special attack program 2 - L, R, L

You can dash up close to enemies on the same line, then attack from the front and back once each.

### Special attack program 3 - L, X, -

The whole screen will flash with a light coming from your Robot. The light will inflict damage no matter what line your enemy is on.

# End

When you finish the Invention Machine menu, you can go back to your original screen.

# Battles



A battle starts when the Hero runs into monsters on the field screens. If a monster touches the Hero on either side or behind him, the monster will take the initiative in the attack, so be careful! You should try to make contact with the monsters face-on.

## Starting a Battle



When a Robot becomes activated, the effective range of the Robot will be lit up. You can move the Robot with the Control Pad.



The enemy may take the initiative in an attack. Damage from your enemy will be displayed at the Robot's feet.





## BATTLE SCREEN




### 1. Time display

If you finish the battle before the time display reaches 0, you will be given bonus experience points. If time runs out, you will receive no bonus experience points and any item capsules will disappear.

### 2. Attack bar

When the attack bar is full, you can give instructions to your Robot. You cannot attack until this bar has recharged. You can speed up the recharge time by rapidly pressing the B BUTTON.

### 3. Item Capsule

You can open these capsules by either hitting them with your glove or sword. Most of the times these capsules contain items or experience points. Some item capsules may be traps!

## How to view your Robot's status.



There are many indicators that your Robot is in trouble.

- A black skull indicates the Robot has been inflicted with rust. Energy will depleted from your Robot until his energy bar reaches 0 or you use oil on him.
- A blue skull indicates the Robot is confused.

Stop - this mark indicates the Robot will not be able to move. You can attack enemies but will not be able to move the Robot until this mark has disappeared.

# COMMANDS









When you are in a battle, press the A BUTTON the command screen is displayed. The following are command choices.

### 1. Attack

You can attack using the weapons you're equipped with. You can use a special attack by selecting "RUN".
You can also attack using the L, R, and X BUTTONs without opening the command window.

### 2. Defend

Use this function to reduce the amount of damage received from the enemies.

### 3. Escape

If you want to avoid a battle with the enemies on screen, select this function. Your Robot will try to run away. He will not always be successful.

### 4. Item

From time to time you will see the Hero appear on the screen and shout encouragement to the Robots. If you choose this function, you can make the Hero perform certain tasks.
The Hero can use certain items on the Robots to heal and assist them in battle. He can also switch Robots.



# VICTORY

When all the enemies have been defeated, you will be rewarded with experience points. If you finish the battle before the timer in the upper right corner expires, you will be given a bonus of experience points.

# Game Over

If all of the Robots that the Hero has built are destroyed, the game is over, and you will return to the opening screen. Remember to save often.

# Experience Value




In this game, your Experience Value is called "Data". It is measured in Megabytes (Mgs). You gain Data by defeating enemies in battle.
There are also other ways to gain Data. You can gain bonus points by finishing a battle in less then the allotted time, or get Data that is hidden in the Capsules on battle screens.
When you have gathered a certain amount of Data, the Hero's level goes up. You can find out how mush Data you need to reach the next level by checking "Status" in the Window screen.

## Use the Portable Invention Machine!




You can use the Portable Invention Machine only when the Hero's level goes up after a battle. It is convenient when you are in a cave, or far from the R & D Lab. You should learn how to use it well to help you get through the game smoothly.




After a battle is over and the Hero's level goes up, the "Portable Invention Machine" screen will be displayed automatically. If you don't want to use the Portable Invention Machine, you can pass the screen by selecting "END" or pushing the B BUTTON.






You can create an Item that you had an inspiration for during the game by selecting "Make an Item".
You can combine weapons or scraps you've acquired by selecting "Item Combination", without going back to the R & D Lab.




When the number of Items in your inventory has increased during play, you can exchange them for GLD using "Recycle". Be sure you don't recycle necessary Items.

Unfortunately, you can't select "Make a Robot" on the Portable Invention Machine. You can only create Robots on the Invention Machine in the R & D Lab.

You can repair a Robot, even in the Cave or the Forest, by selecting "Maintenance". You can select this after you've allocated program points in "Program".

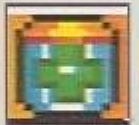



When you receive points after your level increases, you can allocate up to 10 points using "Program". If you have suffered damage, you should allocate points to "Guard" or "Charge". If you haven't suffered damage, allocate points to "Power" or "Speed".

If you select "End", you can't use the Portable Invention Machine until the next level up. You should make sure you're finished with the Portable Invention Machine before you select "Quit" or use the B BUTTON.

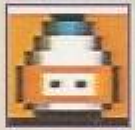
# Introduction to Items

During the game many items will appear that the Hero can use. Confirm the Items you've received on the Window Screen.



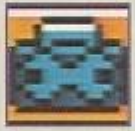
## Cure

Recovers a Robot's energy completely. But using it on a Robot that's been destroyed (Energy has dropped to 0) will not restore its energy.



## Clean

Repairs a Robot that has been rusted by an enemy attack. Also effective against Rust Traps.



## Repair

You can use this to repair a Robot whose energy has dropped to 0 and been destroyed.



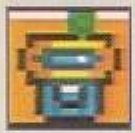
## Big Bomb

When used by the Hero in battle, this inflicts damage on all the enemies on the screen.



## Smoke

Enables you to escape enemies when used in battle.  In the Field Screen, it stops the movements of all enemies for a time.



## Transceiver

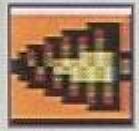
Makes it possible to communicate with Nagisa in the Hero's house. You can save your game when you answer Nagisa, but  when electrical conditions are bad (When underground, for example) it can't be used.



## Surprise Horn

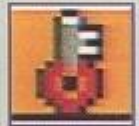
A horn that sends out a sound like an explosion.





## Drill

A drill in the shape of a mole. You can open up holes in fallen rock and walls with this.



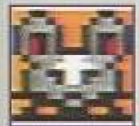
## Key

Used to open up locked doors. Can only be used once.



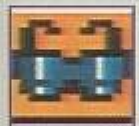
## Scrap

Looks like junk at first glance, but can be combined with various Items in the Invention Machine.



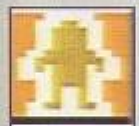
## Change

Makes it possible to change into a mouse, so you can talk to mice and pass through small openings.



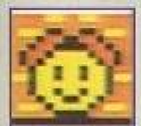
## Chameleon Glasses

Makes it possible to see invisible enemies in Field view, and to see through doors. In battle, it makes it possible to see the skills hidden in the Capsule.



## Vanish

This makes the Hero invisible for a set amount of time. During that time, even if he touches an enemy, no battle will follow.



## Weather

This is an incredible invention that makes it possible to control the weather. You can make it rain at any time.  When it's raining, the rain will stop if it's used once more.

# Hints

Now we'll give a few hints to those who may be stuck in some part of the game. Use these hints as reference points to proceed through the story and enjoy the game.

## Hint 1 Blowing the Surprise Horn...(Cave Mouth)

When you go into the cave, the Hackers have blocked the road, and no matter how many times the Hero talks to them, they won't let him pass. In this case, try blowing the Surprise Horn from a little way off. Something might happen...?

## Hint 2 Mint Hates Mice! (Volcano -)

The Hero meets Mint, but Mint doesn't care much for the Hero, whose form has been changed in the Hacker's factory. Don't give up - after you've talked to Mint a few times...

## Hint 3 Something Seen Through the Chameleon Glasses...(Volcano -)

The reason a battle spontaneously starts when you're walking is because of invisible enemies. When you go into suspicious places, try wearing the Chameleon Glasses. You might see the enemies coming...?

Additional Hints

1. When you are walking around in the Cave, you will find a Rusty drill. It's an important Item, but you can't use it if it's rusted. If you can get rid of the rust... Then try to combine it.
2. When you're in the Haunted House, be sure not to be spotted by the valet, Igor. First go into the house, then follow him without being discovered, and try hiding in the walls.
3. Be sure to rescue Mint, who was captured by the Commander. The Hacker Commander is a real coward, so if you flip the Breaker off and on a few times, he may get scared and run away.
4. There's only one way to escape from the jail. First, summon the police with the Surprise Horn, then change into a mouse. When the police open the jail door, you can escape by staying low.
5. To uncover the fake Mayor, bring a dog, which the Mayor hates. After unmasking the fake Mayor, check the desk to get the Key, then use the Key to rescue the real Mayor.



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